PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

EmuMovies

CAPCOM

1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94089
Telex: 62916740
FAX: 408/745-7920
800-843-4632 (Outside CA)
408-745-7081

Printed in Japan

NES-TJ-USA

CAPCOM GAME PAK INSTRUCTIONS

A Special Message From CAPTAIN COMMANDO™

Thank you for selecting fun-filled **TROJAN™** . . . one of the exclusive family computer games from the **Captain Commando "Challenge Series."**

TROJAN™, created by CAPCOM®. . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality GAME PAK is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM™

Captain Commando

CAPCOM and Captain Commando are registered trademarks of CAPCOM U.S.A., INC.
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

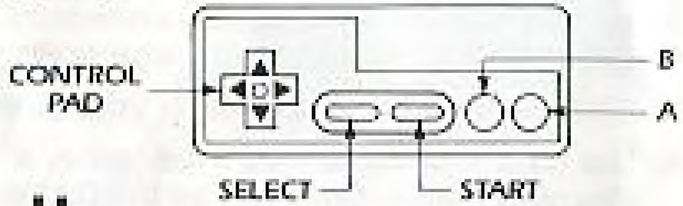
HOW TO PLAY

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

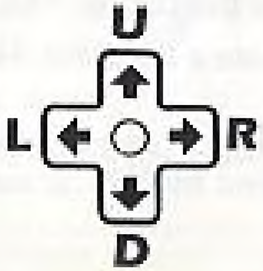
Controller *1 — Moves TROJAN in 1 or 2 player game.
Controller *1 and 2— Moves TROJAN in 1 or 2 player continuation game.
Controller *1 and 2 — Moves TROJAN in 2 player simultaneous game. (vs. game)

A. Button
The **TROJAN** uses his shield in 5 directions.

B. Button
The **TROJAN** raises his sword in battle.



Control Pad
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and **TROJAN** in that direction.

◄ **TROJAN** moves left.
► **TROJAN** moves right.
▲ **TROJAN** leaps upward.
▼ **TROJAN** crouches down.

HOW TO PLAY

You are the **TROJAN** warrior, master of the martial arts. With your sword and shield you must fight through 7 different screens and defeat the brutal ruling King of your enemies.

SELECT Button

Press SELECT to move the asterisk (*) next to title of game you wish to play. This button does not function while playing game.

START Button

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing the game. A pause tone will be heard and game will be interrupted.

HINTS ON GAME PLAY

HOW TO PLAY:

Enemies attack you from all sides. Your goal is to defeat the **King** of your enemies, fighting the **King** with your sword, shield, and the power-up.

When [P] is indicated, the **TROJAN**'s sword becomes twice as powerful. If you discover the [P] again, you get additional power.

BONUS CHARACTERS

Hidden Characters:

Super-jump
The player can super-jump for a short time.

Heart
The player recovers all of his strength.

Speed Up
The player's walking speed increases.

Key
It opens a passage.

Mouse
Watch out for the mouse! Destroy him for additional points.

Underground: Search for hidden characters by striking with your sword! Go underground through a manhole where bonus characters are hidden. But beware, for there also are enemy's rooms in which you could be killed.

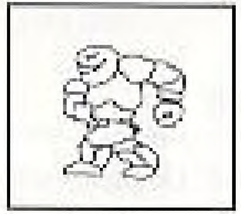
HIDDEN CHARACTERS

3-4 characters on each stage

★ **How they appear varies and some can kill the player.**

★ **They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.**

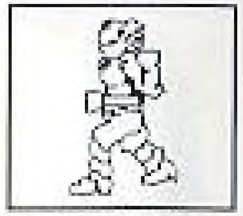
The Hatchet Brothers
They appear simultaneously to attack you with axes. The best way to defeat them is to defend yourself with your shield.



Iron Arms
Iron Arms loses his iron arm, avoiding the player's attack with his own shield. Be aware that the arm is returning.

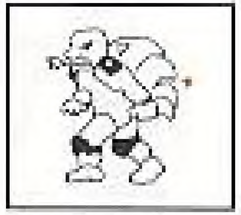
The Killer Piranha
The fish attacks you but does not cause extensive damage. Remember, it's hard to hit!

Achilles
He is the head of the enemy. Try to defeat him and save the world.

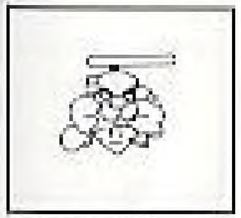


The Smasher
The Smasher appears on all levels to attack with his hammer.

The Slasher
Throws knives and magic balls which knock off the player's sword and shield.



The Armadillon
Curls up to the player, then stands up and breathes fire. There is no defense when he curls and attempts to roll over you.



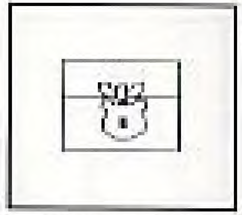
The Skyrogyro
Uses propeller to fly and drop bombs. Defeat Skyrogyro and earn bonus points.

ENEMY CHARACTERS

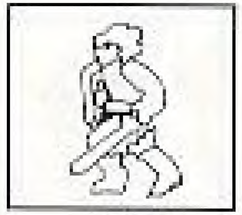
The Barbarian
It appears from a pond and shoots poison darts at you.

The Hatchetman
He throws an ax.

The Muscleman
He has a huge hammer which cannot be defended against.



Bonus Box
Try to find what's inside!

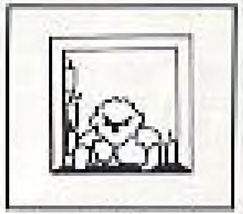


Trojan
He has a sword and a shield and fights just like you.

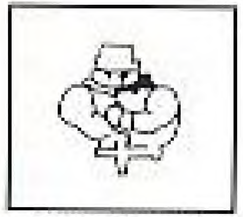
HIDDEN CHARACTERS

The Hunchback
Jumps extremely high and throws iron balls at you.

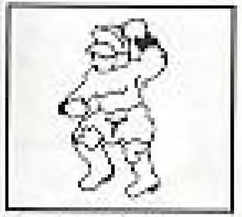
The Hidden Archer
Comes out of mansions using crossbow to attack. You get bonus points when you slay the Hidden Archer.



The Mad Bomber
Hurls dynamite out of windows. Use your "super jump" to kill him — win bonus points.



The Red Archer
Appears on the roofs, shooting with his crossbow. Use the "super jump" and earn bonus points!



King Shriek
He appears from walls and swings a chained iron ball at you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California (toll free) (800) 843-4632, or in the California State call (408) 745-7081. Our consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-G Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $6.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a newer repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $6.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

MEMO

Look for CAPCOM's
Exciting New Games

COMMANDO™
GHOSTS N' GOBLINS™

CAPCOM®